

Taking Odds

Once a point is established (4,5,6,8,9,10) and the game starts, you can place an **odds bet** behind your **pass line** bet. The house pays true odds on this bet, so if the point is 10 and you place an odds bet, you will be paid 2:1. The maximum dollar amount on this bet is \$4. A player can bet anywhere from \$1-4 on this bet. The same hold's true for the **don't pass** bet; the bettor lays odds on the opposite outcome. The **don't pass** bet would lay 2 to win 1. For example, the player would have to bet 2x the wager (\$4 to win \$2) for this bet. Single odds only.

Come Bet

This bet is similar to the pass line bet except it is placed after the point is established. Procedures and payouts are all the same as above.

Proposition Box

All bets pay as followed:

Hardway Bets

PAYS 15 to 1

PAYS 30 to 1

Hard Six: 9 to 1

Hard Eight: 9 to 1

Hard Four: 7 to 1

Hard Ten: 7 to 1

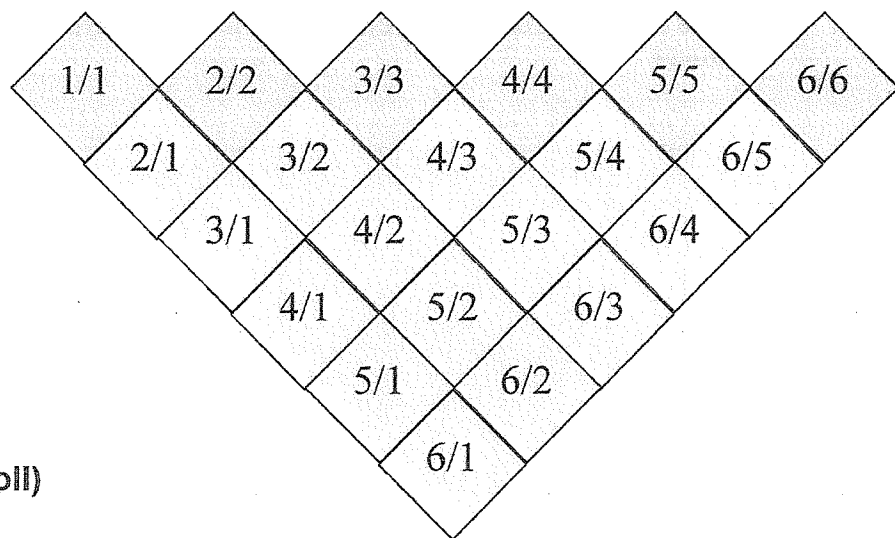
One-Roll Bets

Any Seven: 4 to 1

Field Bets (One-Roll)

3.4.9.10.11: pays 1 to 1

2 or 12: Pays 2 to 1



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New Shooter

The shooter continues to roll the dice until he or she “sevens out” --- that is roll a seven after a point number has been established. The roll then passes to the player on that person’s left. When a new shooter receives the dice, they are given all five (5) die. The shooter chooses two (2) and the remaining three (3) are taken away.

Procedures

1. The shooter throws the dice. This initial throw is known as the *come out* throw.
2. If the shooter throws a total of 7 or 11 he immediately wins. This is known as a natural.
3. If the shooter throws a total of 2, 3 or 12 he immediately loses. This is known as **craps**.
4. Any other total thrown is known as the player’s *point* and he continues to throw the dice until he either throws his point again or he throws a 7.
5. If he throws his point first, he wins. This is known as *making the point*. If he throws a 7 first, he loses. This is known as *seven out*.
6. If the shooter throws a winning combination the dice are said to *pass*. If the shooter throws a losing combination the dice are said to *miss*.
7. If you place your chips on the *Pass Line* betting space before the come out roll you win with a 7 or 11 on the come out throw or if the shooter makes his point.
8. Once a natural, craps, a seven, or the point is thrown, a new round is played, as before, beginning with a new come out throw.
9. If the shooter sevens out the dice pass to the next player who becomes the new shooter.

EXHIBIT A

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CRAPS PROCEDURES

Craps is a game where the players bet on the outcome of the numbers thrown. The player throwing the dice is known as the shooter. Other players may place their chips (between \$1-4) on the table's layout and win or lose according to the numbers thrown by the shooter.

Pass Line/Don't Pass Bets

These are the most commonly played bets on the table. The shooter (the player with control of dice) makes an initial roll known as the come-out roll. If a seven or 11 is rolled, the **pass line** wins and the **don't pass line** bet lose. The opposite is true if a two, three, or 12 is rolled, the **pass line** bets lose and the **don't pass line** bets win, unless 12 is rolled, **don't pass line** is a push. Any other number rolled becomes the point number. Once a point is established, the shooter needs to hit that number (4,5,6,8,9,10) before a 7. No other number (2,3,11,12) affects the game once the point is established.

Payout Summary (Pass Line) Odds 1:1

Payouts \$4 wins \$4, \$3 wins \$3, \$2 wins \$2, \$1 wins \$1

Point	Odds	Payouts
4	2:1	\$4 wins \$8, etc
5	3:2	\$4 wins \$6, etc
6	1:1	\$4 wins \$4, etc
8	1:1	\$4 wins \$4, etc
9	3:2	\$4 wins \$6, etc
10	2:1	\$4 wins \$8, etc

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Payout Summary (Don't Pass Line) Odds 1:1

Payouts \$4 wins \$4, \$3 wins \$3, \$2 wins \$2, \$1 wins \$1

Point	Odds	Payouts
4	1:2	\$4 wins \$2, etc
5	2:3	\$3 wins \$2, etc
6	3:4	\$4 wins \$3, etc
8	3:4	\$4 wins \$3, etc
9	2:3	\$3 wins \$2, etc
10	1:2	\$4 wins \$2, etc

Payout Summary (Place Bets – Min. \$3)

Point	Payouts
4	\$3 wins \$5/ \$4 wins \$7
5	\$3 wins \$4/ \$4 wins \$5
6	\$3 wins \$3/ \$4 wins \$4
8	\$3 wins \$3/ \$4 wins \$4
9	\$3 wins \$4/ \$4 wins \$5
10	\$3 wins \$5/ \$4 wins \$7